"THE REAL GHOSTBUSTERS"

SECOND SEASON BIBLE

Written by:

Len Janson &

Chuck Menville

February 25, 1987

REVISED FOR 3RD SEASON

March 7, 1988

DIC ENTERPRISES, INC.

March 7, 1988

Writers:

This bible for the Third Season is essentially unchanged from the Second Season, except for a few minor points.

The Second Season Bible was put together last year to incorporate the fine-tuning of Ivan Reitman and his staff, in conjunction with ABC-TV Children's Programming, after the First Season of "The Real Ghostbusters" was on the air and doing very well. In the ensuing Second Season, "Ghostbusters" continued to be the ratings high-point of ABC's Saturday morning schedule, and there is no wish this year to fix what ain't broken.

THE CHARACTERS

PETER VENKMAN - the Ghostbusters' leader. He's the front-man, not out of bravery but simply by default. Ghosts can scare Peter as much as the next guy, but when he finally gets mad, he's ready to kick ass and take names later.

Peter is "the mouth" of the group, the funny guy, the wisecracker. But we have to keep his jibes aimed mainly at the ghosts and other broad targets, not so much at his own colleagues. Last season, Peter frequently lapsed into the role of insult-artist, targeting everyone and everything around him for his sarcasm. This attitude seemed to undercut his position as leader by making him unsympathetic. Sarcastic wit in the hands of Bill Murray is terrific, but he hasn't signed with us yet. Not that Peter's ironic sense of humor can't occasionally zing the other Ghostbusters, but overall his personality should remain positive and supportive toward the team. He's a loose, likeable leader rather than a critical parent. He's the "older brother", someone kids would want to emulate.

There's a lazy, con-man side to Peter. If he can snooker someone into saving him a little exertion, he will definitely do so. In this respect, he's like a grownup Tom Sawyer (well, kinda grownup), working many variations of the whitewashing-the-fence trick. But underneath his wise-guy exterior, there beats a gentle heart. This is the guy who has risked his neck to save a little kid from the clutches of a Class 7 demon, and rescued an

old lady being terrorized by a particularly nasty haunting...then tore up the bill when no one was looking.

In regard to Peter's relationship with Slimer, he basically likes the little spud, though he's constantly frustrated by Slimer's shenanigans. (He absolutely loathes getting slimed, which happens every episode.) This season, however, he no longer threatens to shoot Slimer with the proton wand. And he no longer verbally abuses him. Kid viewers tend to identify with Slimer, so we can't have our team leader always denigrating the little green guy. Instead, Peter struggles to deal with Slimer like a big brother, venting his frustrations on inanimate objects near at hand, not destructively but in a variety of humorous ways. It's a real love-hate relationship. But you know that when the chips are down, Peter will go all the way to insure Slimer's safety.

RAY STANTZ - most enthusiastic and child-like of the bunch.

Ray views life through the wide eyes of a kid. He's an incurable optimist, always finding the good in people, objects or situations that seem totally without redemption. It was Ray who instantly fell in love with the dingy, deserted firehouse and convinced the others to buy it as their headquarters. And it was Ray who brought home the hopeless wreck of a hearse that became their Ghostbusting vehicle extraordinaire.

This enthusiasm spills over into everything he does. A true ecto-scientist, Ray has read every book, paper and thesis on paranormal phenomena and can recite obscure supernatural facts the way a sports buff reels off baseball statistics. Of all the Ghostbusters, Ray finds the enterprise most thrilling. He eagerly looks forward to every new assignment, tackling it with all the zeal of a kid in a candy store, even in the face of great danger. Of course, every now and then a particularly mean-spirited spirit will scare the Wheaties right out of him...but he's never slowed down for long.

Ray's expertise in his field also enables him to translate some of Egon's more convoluted terminology so that the other guys can understand what the devil he's talking about. (And on one or two occasions, the Devil is exactly what he's talking about.) Naturally, Ray's translations should be very brief and stated in current slang that is humorous in its simplicity.

Being so young in spirit, Ray is also the most emotionally demonstrative. If Peter is the mouth of the group, Ray is the heart. He's the sensitive one, the most huggable and lovable. Because of this, he deals well with the Ghostbusters' clients, making them feel comfortable, reassuring them.

Ray dearly loves Slimer, and vice-versa. It was Ray who was instrumental in saving Slimer from the containment unit originally, and he feels a personal responsibility for the little ghost. In fact, Ray frequently tries to teach Slimer the finer points of good etiquette. And, boy, you have to be an optimist to tackle that job!

EGON SPENGLER - the scientific genius. Cool, unemotional, certain that there is a logical solution for everything. He's a New Wave Mr. Spock.

Last season, Egon was the Ghostbuster most clearly defined, thus he remains unchanged for this second season. He's a definite nerd (what else can you say about a guy whose hobby is collecting spores, molds and fungi?) and often seems to be operating in his own spacey dream-world of theory and mathematical probability. All of the Ghostbusters' most sophisticated equipment is a result of Egon's genius: The laser containment system, the portable ecto-traps, the PKE meter, even their awesome proton packs. Of course, it took the others to actually turn these brainstorms into reality, because Egon is all thumbs. He's strictly theoretical; he fixes nothing.

Egon is frequently seen working on new technology that Winston helps him construct. And it's not necessarily ghostbusting gear. These can be funny, functional inventions like a futuristic, soundwave-generating clothes washer or a robot vacuum cleaner that homes in on dust like an attack dog.

Egon is basically shy, especially around females. Janine harbors a not-so-secret crush on him, but he's too bashful to respond. He just buries himself in his intellectual pursuits.

Due to his awesome I.Q., Egon often speaks in sophisticated gobbledy-gook that requires translation by Ray before the others

can understand him. But we must keep this techno-speak brief. In the first season, Egon's dialogue often became lengthy and complicated, sometimes because the plots themselves were too complicated. This year, we have to simplify in both areas.

Egon's relationship with Slimer is friendly but reserved, in keeping with his undemonstrative demeanor toward all things -- great and small.

WINSTON ZEDDEMORE - the practical one, the Mr. Fixit who keeps the whole operation functioning. Winston is "the hands" of the outfit. When something breaks down, he gets it going again; when Egon comes up with another brilliant idea, Winston is the one who goes to the workbench and turns it into reality. He's a good-natured guy who loves things mechanical. He's happiest with a wrench in his hands. He treats machines as people, talks to them, coaxes greater performance out of them. It's an uncanny talent.

Of all the things he's bolted, soldered, welded and brazed together, Ecto-1 is Winston's baby, his pride and joy. He's very protective of the hearse, always pulling a rag from his pocket to dab at some microscopic nick or scratch that only he can see. He understands the old buggy so thoroughly that he has been designated driver. And behind the wheel, Winston can make Ecto-1 do things that Detroit never dreamed possible. All it takes is the master's loving touch...and an occasional bribe of ultra-high octane in her tank as a reward.

Part of the reason Winston is able to work mechanical wonders whenever the need crops up, is the fact that he can pull out whatever tool the situation requires...instantly. He doesn't wear a tool belt, but rather a more sophisticated backpack than the other guys. His proton pack incorporates many extra compartments containing all sorts of power tools.

When arguments ensue (and they always do) about what super-sophisticated, hyper-scientific approach the 'Busters should use at a critical moment, the practical-minded Winston cuts through the crap with a simple, down-to-earth solution that puts everything in perspective.

Being an amiable guy, Winston gets along just fine with Slimer and tends not to take the little ghost's misadventures quite so seriously as the other guys.

SLIMER - the little green glob who has emerged as the star of the show with kiddie viewers. In testing, they voted him their favorite over all the Ghostbusters...by a landslide. All of his traits were hits: His garbage-disposal appetite; his penchant for getting into mischief; his broad, uninhibited emotions; and most popular of all, his habit of "sliming" Peter and the other Ghostbusters -- whether with kisses or by accidental contact. "Sliming" is truly Slimer's claim to fame with the Saturday morning set.

In view of Slimer's success, it has been agreed that he should play a stronger role in the stories this second season. There were a few episodes last year that utilized him substantially, and even one or two that gave him a featured role. But in the main, Slimer was relegated to the background of the stories. No more. He is a definite member of the Ghostbusting team and as such, must play a vital part each week, enjoying as much visibility in the stories as do the other Ghostbusters.

Slimer idolizes Peter. The "fearless" leader of the Ghostbusters is someone Slimer dreams of being like, and he tries to emulate Peter whenever possible.

Also this season, in addition to Slimer's normal, incoherent grunts and snorts, a few understandable words or brief slang phrases will pop out of his mouth from time to time.

JANINE MELNITZ - the Ghostbusters' secretary. She runs the store.

Janine turned out to be the first season's least successful, least liked character, according to audience testing. This reaction seems to be the result of several factors: Her voice, which has a nasal, New York quality that frequently comes off as whining; and her appearance, which was interpreted as harsh due to her sharply pointed eyeglasses and hair-do. In a child's eyes, there is nothing soft or nurturing about her. She's brassy, strident, hard-edged. As a result, she alienates the audience.

For the second season, Janine is being revamped. Visually, she will get a softer, more feminine look. And her voice will be recast with a warmer, friendlier sound. The New York accent will remain, but the whiney quality is history. In its place will be a sense of humor, something she never displayed before. Janine will play more of a mother to Slimer, rather than harangue him. There is a genuine bond of affection between these two now. They even become conspiratorial at times.

Last season, Janine was often played as a foil rather than as an active participant. Then she would complain about her situation, which resulted in the whining. This season, she should be more directly involved in the goings-on, not to the point of strapping on a proton pack and riding with the guys (although she's done this in more than one episode), but by being more of an actuator on the homefront, rather than a victim.

Although Janine administrates the office at Headquarters, answering phones, radioing emergency orders to the guys out in the field, typing all the paperwork, etc. -- she does not cook or clean or do any of that domestic doo-doo. She refers to H.Q. as "Ghostbuster Central". Her heart's in the right place when it comes to her job, but Janine is just a little disorganized. Her desk and filing system are a mess. She has to wade through a ton of stuff to find a memo or address. But find it, she does. She's an invaluable asset to the Ghostbusters team.

Janine is fond of her her four employers, but is especially attracted to the shy egghead, Egon. It's the old story of "opposites attract"; she sees Egon as a man of great mystery. Plus, he's kinda cute. But he doesn't give her a tumble. This doesn't discourage Janine; she just keeps finding opportunities to compliment him, give him little gifts, invite him to the movies, etc. But she's no Sadie Hawkins and stops short of throwing herself at him.

THE CAR

ECTO-1 is the Ghostbusters' vehicle -- a vintage Cadillac hearse that has been customized and computerized, with an arsenal of laser weaponry mounted on the roof. Ecto-1 is not a character in the true sense of the word, meaning that it doesn't talk, fly, or travel underwater. But it does have character. Due to its age, it's temperamental and full of idiosyncrasies. The horn sticks at the worst times; parts drop off like autumn leaves; it wheezes and pings and groans, even going down hill; and when the job is done, Ecto-1 needs to be kicked, thumped or coddled before its motor will shut off. But, hey, nobody's perfect.

Winston Zeddemore is the guy who worked automotive miracles on this old rustbucket to get it into its present, shiny condition. Ecto-1 is Winston's baby; he understands its quirks better than anybody else, and it is he who almost lovingly does the maintenance and repairs. In return, Ecto-1 displays an eerie loyalty to Winston. When the going gets impossibly tough, it's Winston who usually coaxes that extra effort out of old Ecto-1 and saves the day.

THE JUNIOR GHOSTBUSTERS

In the Second Season, Ivan Reitman wanted to have more kid characters in the series. To accomplish this, the "JUNIOR GHOSTBUSTERS" were introduced -- THREE YOUNGSTERS who live in the neighborhood of the firehouse. They are eleven year-old DONALD and ten year-olds CATHERINE and JASON. They idolize the Real Ghostbusters and visit them at the firehouse. Slimer is their buddy. And in their zeal to learn ghostbusting, they occasionally encounter problems that require the Ghostbusters' help. Having said this, none of us wants to turn this series into the Hardy Boys. These kids only appeared in two of last season's episodes. And, since they will be showing up this Thrid Season in Slimer's own new series, the necessity for having them in Real Ghostbusters stories is lessened. If a story seems to lend itself to using the three kids, great. If not, no sweat.

DONALD is a dark-haired and skinny eleven year-old. All legs and big feet (which cause him to be a bit on the clumsy side.) Never seen in any shoe but hi-top sneakers. A true-blue New Yorker, on the loud side, outspoken, and wears his emotions on his sleeve. Bright kid. Collects comic books which he scours for information on spooks (some of it bogus). He has an encyclopedic knowledge of horror and sci-fi, from classic to schlock. Big movie buff, too. Likes acting and is usually the lead in school plays. Thinks he's more knowledgeable about the spirit world than he really is. Slimer is always after Donald to read him a "scary" comic book, which Donald is glad to do, really getting into the

various characters and sound effects, all of which make the trembling Slimer dive into a jar or whatever other cover is handy.

Of all the kids, Donald thinks that he understands Slimer best, being the expert on spirits and all. Of course, just when Donald gets complacent about having the little spud figured out, Slimer will surprise him by doing just the opposite of what was expected.

Being the oldest of the trio by one year, Donald sees himself as their leader. Problem is, Catherine and Jason don't agree, which sometimes leads to arguments. When the kids find themselves in a tight situation, Jason might snap, "Oaky, Donald, you're the big leader -- get us out of this one!" Though the kids aren't related, there's a frequent sense of sibling rivalry between them. They'll even argue over what they think is best for Slimer, until the frustrated little spud finally yells, "QUIET!", then proceeds to do as he pleases.

Donald is a bit shy around girls (except for Catherine, whom he's known since the first grade) and believes they can't do most stuff as well as boys, which ticks Catherine off, no end. Donald's big, secret heartthrob is Janine. He has a major crush on her, even though she's "an older woman."

CATHERINE is ten years old, but you'd never know it. She acts thirteen -- precocious and feminine, but with a rock 'n' roll

spin. A fan of "girl groups" like the Bangles and Bananarama, she wants to be a drummer and start her own band. She loves music and is usually listening to her Walkman. Though not an avid rocker himself, Slimer almost involuntarily picks up on Catherine's tunes and does a mid-air boogie along with her.

Catherine can hold her own in any situation the boys can, and in a few they can't. Whereas Donald is a bit more on the serious side, Catherine views life from a funny perspective and has a fondness for practical jokes.

Catherine adores Slimer. (When he cons her into bringing snacks from home, she knows she's being conned, but doesn't mind it.) The only time there's any friction between the two is when she tends to "mother him" too much. Then Slimer draws the line...but only for a moment.

Catherine thinks Donald is "kind of cute", but relates to him more like a brother because they've known each other so long. His attitude toward girls irritates her and sometimes she tries too hard to prove him wrong. She's not afraid to speak her mind, whether to other kids or even adults.

She admires Donald for his honesty and loyalty, Jason for his incredible mind, and Slimer for his sweetness.

JASON is the world's youngest nerd, age ten. Wears big glasses, carries a lot of pens in his pockets, speaks perfect English

(never any slang, compared to Donald who uses a lot), is already a whiz at computers, video games, mathematical equations and all that stuff nerds are famous for. He's also a damned genius. Has a memory like a steel trap. Still, he's not a mini-adult. He's definitely a kid, he just walks to the beat of a different drummer.

Jason's sense of humor is dry. Maybe even arid. He really loves Slimer (what kid wouldn't like to have a ghost for a friend?), but is frustrated and befuddled that someone like Slimer -- the supreme anti-intellectual -- is the only one who's ever beaten him at video games. There is a sense of friendly rivalry between these two. Slimer has tried and tried to con Jason into bringing snacks from home, but fails miserably. So the little game of "who can outsmart who" goes on.

Jason's adult role model is Egon. But unlike Egon, Jason just isn't mature enough yet to realize that his abundant intellect and sense of logic sometimes has to take a back seat to intuition and emotion.